

Fig. 1.

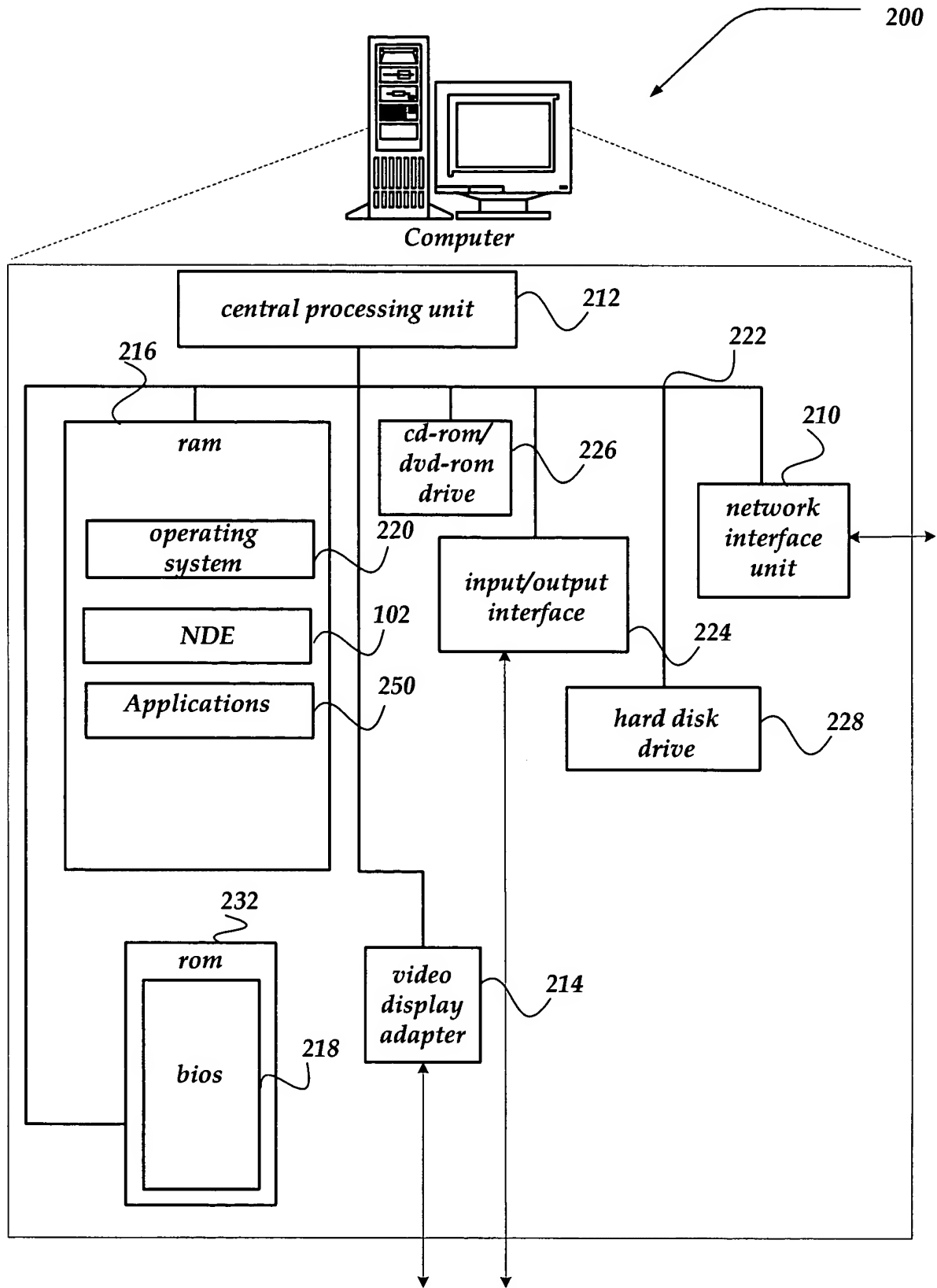
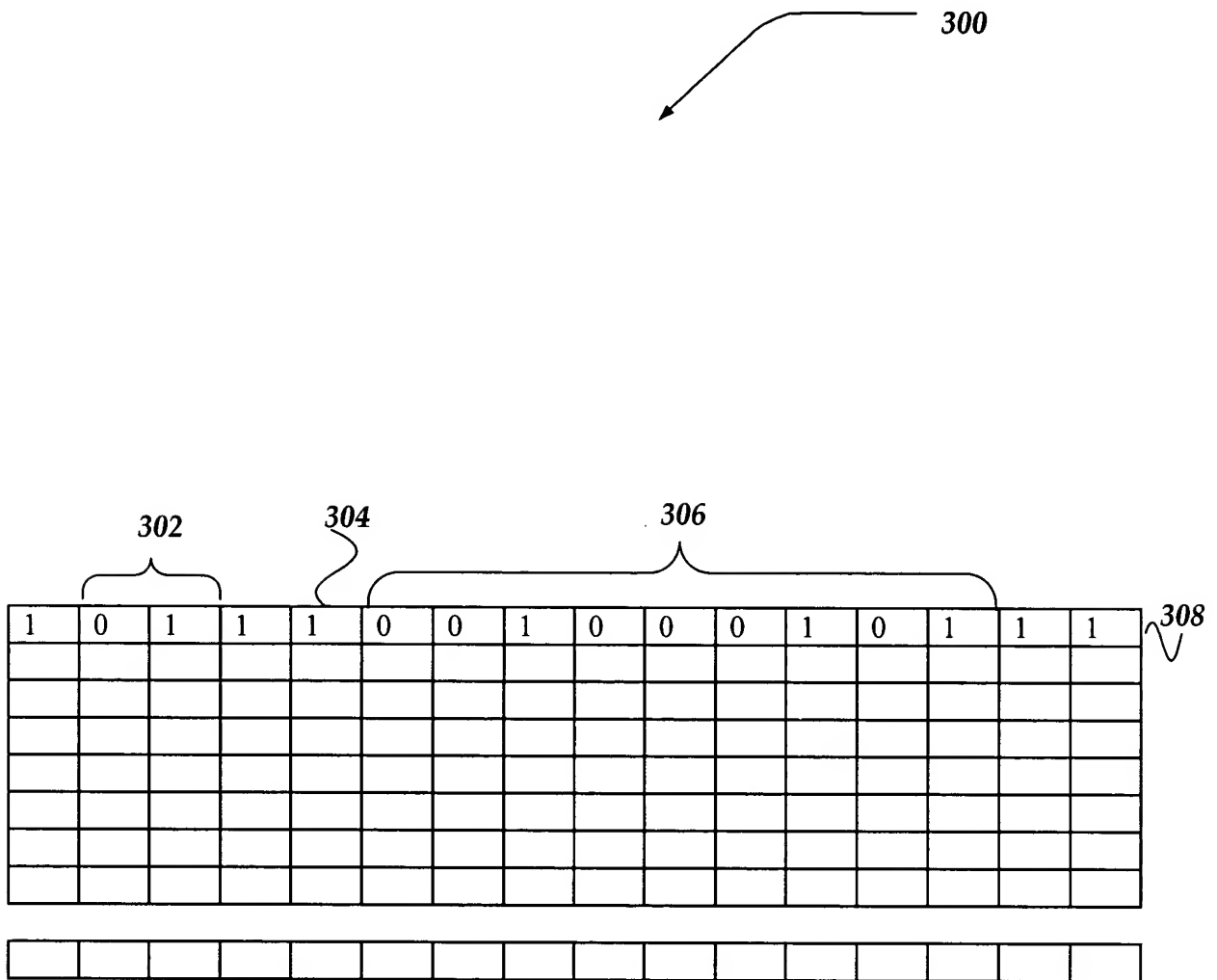


Fig. 2.



*Fig. 3.*

400

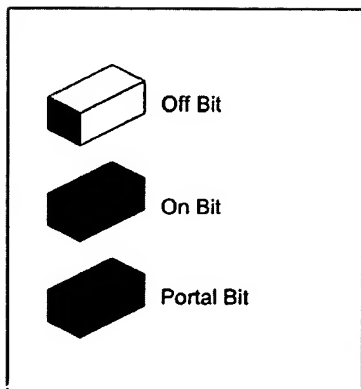
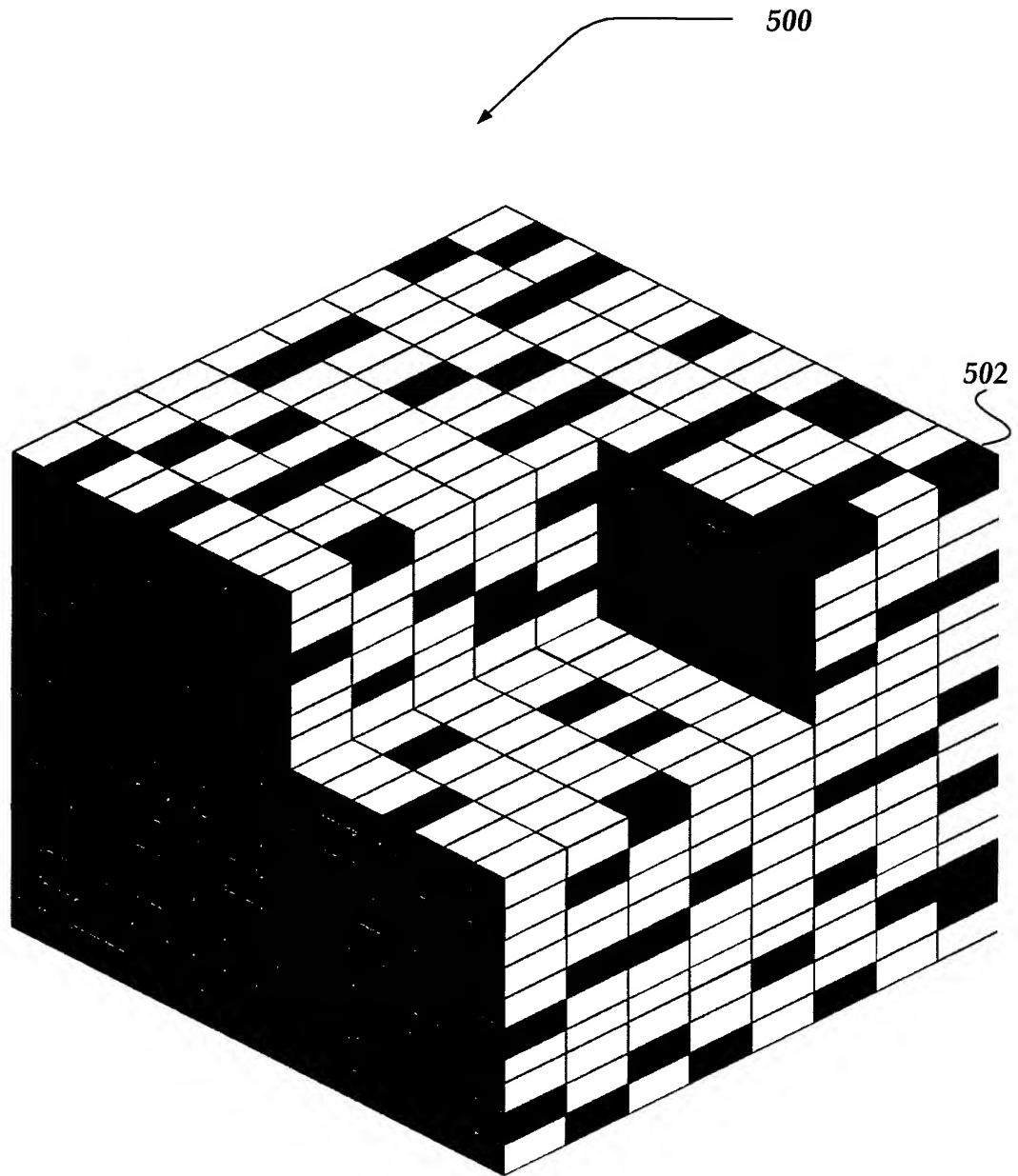
402

404

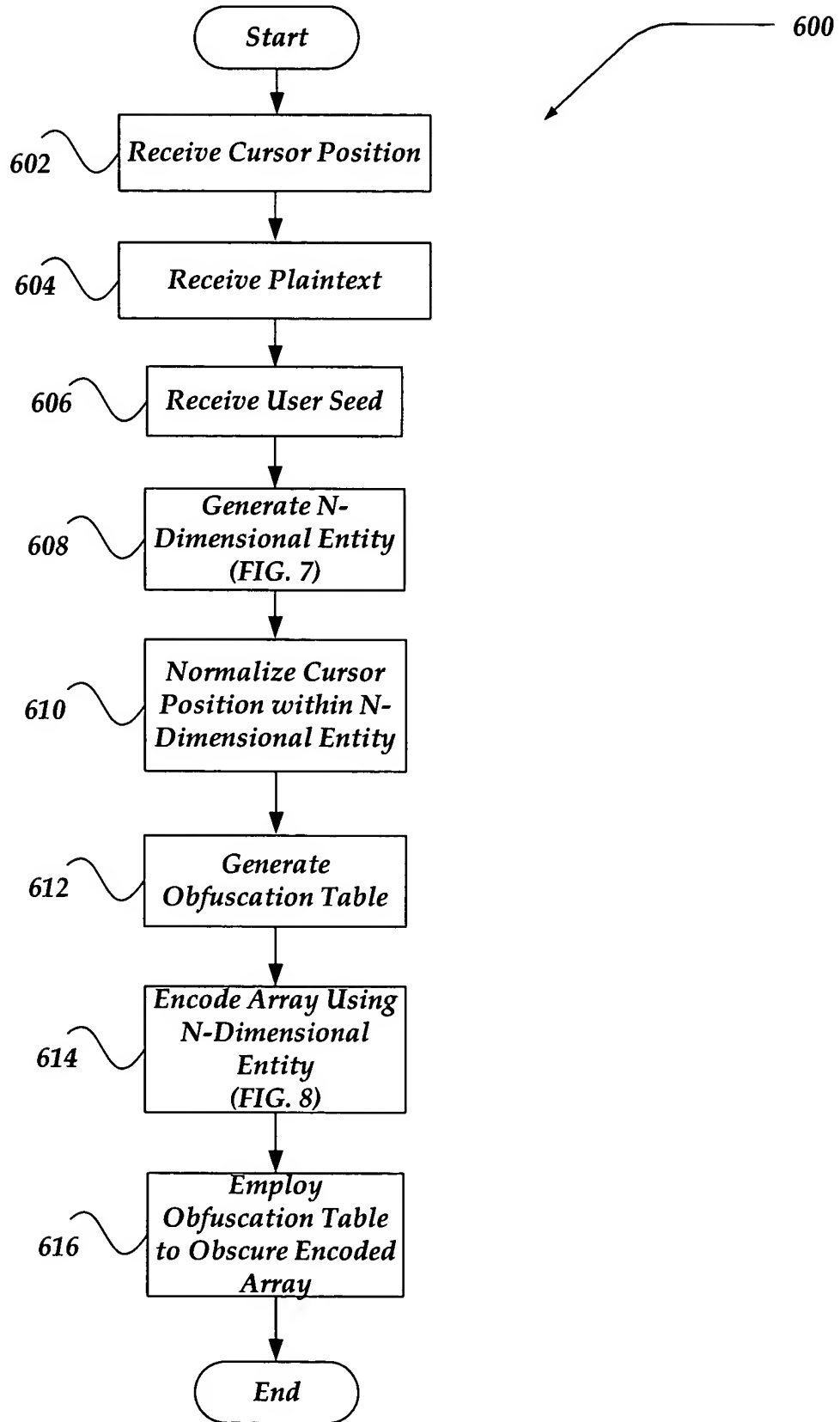
406

EXAMPLE OF OPCODES AND ASSOCIATED ACTIONS	
OP_JMP_X_USING NEXT_8_BITS_X,	Read the next 8 bits along the X plane. Use the bits read as the number of bits to move the Cursor along the X plane
OP_JMP_X_USING NEXT_8_BITS_Y,	Read the next 8 bits along the Y plane. Use the bits read as the number of bits to move the Cursor along the X plane
OP_JMP_X_USING NEXT_8_BITS_Z,	Read the next 8 bits along the Z plane. Use the bits read as the number of bits to move the Cursor along the X plane
OP_JMP_Y_USING NEXT_8_BITS_X,	Read the next 8 bits along the X plane. Use the bits read as the number of bits to move the Cursor along the Y plane
OP_JMP_Y_USING NEXT_8_BITS_Y,	Read the next 8 bits along the Y plane. Use the bits read as the number of bits to move the Cursor along the Y plane
OP_JMP_Y_USING NEXT_8_BITS_Z,	Read the next 8 bits along the Z plane. Use the bits read as the number of bits to move the Cursor along the Y plane
OP_JMP_Z_USING NEXT_8_BITS_X,	Read the next 8 bits along the X plane. Use the bits read as the number of bits to move the Cursor along the Z plane
OP_SWAP_XY,	Swap the X cursor position with the Y cursor position
OP_SWAP_XZ,	Swap the X cursor position with the Z cursor position
OP_SWAP_YZ,	Swap the Y cursor position with the Z cursor position
OP_OPPOSITE_X,	All subsequent X cursor jumps are to move toward zero.
OP_OPPOSITE_Y,	All subsequent Y cursor jumps are to move toward zero.
OP_OPPOSITE_Z,	All subsequent Z cursor jumps are to move toward zero.
OP_NOT_CUBE	Every ON bit in the Entity is to be treated as an OFF bit and every OFF bit is to be treated as an ON bit

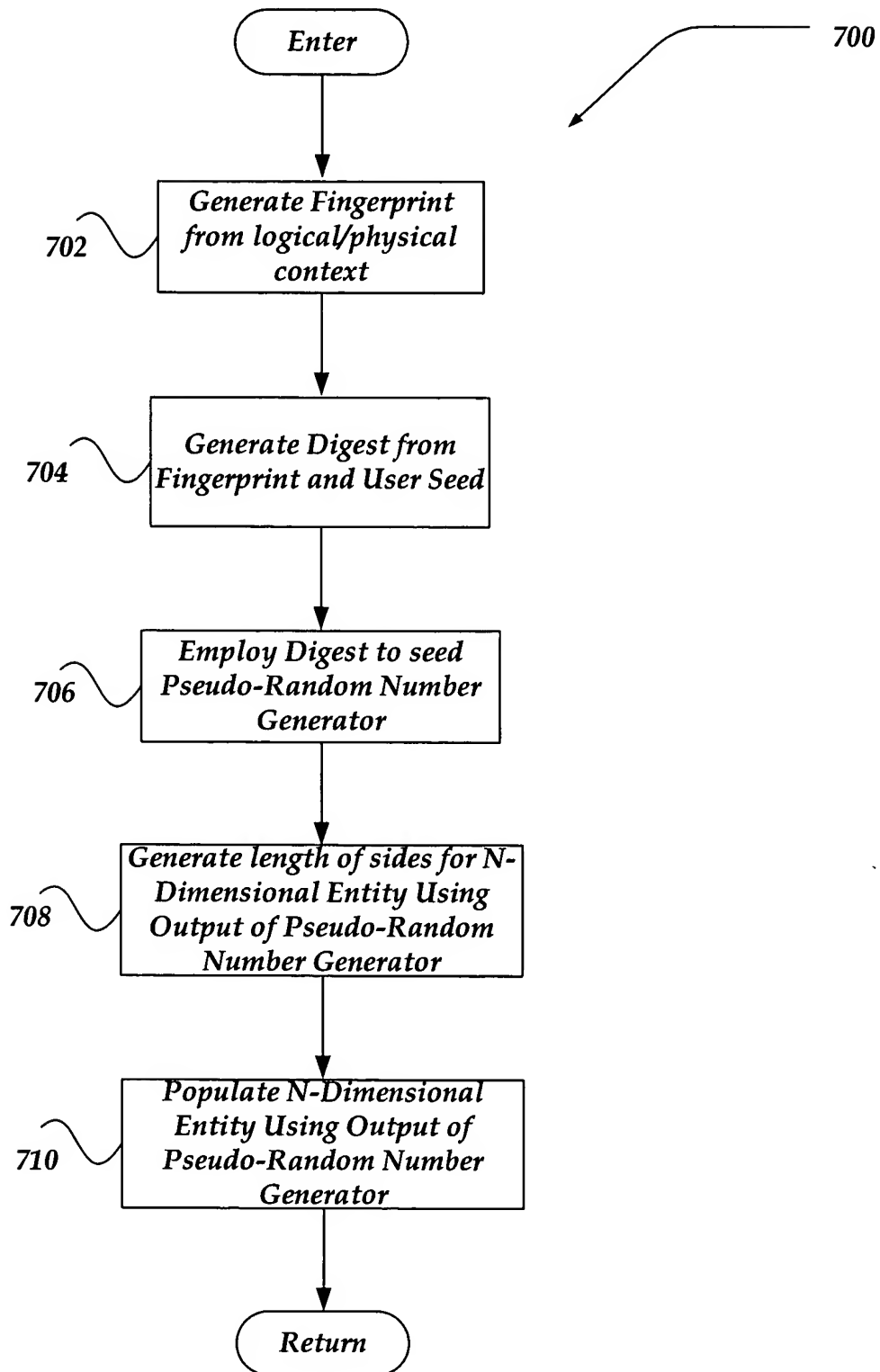
*Fig. 4.*



*Fig. 5.*



*Fig. 6.*



*Fig. 7.*

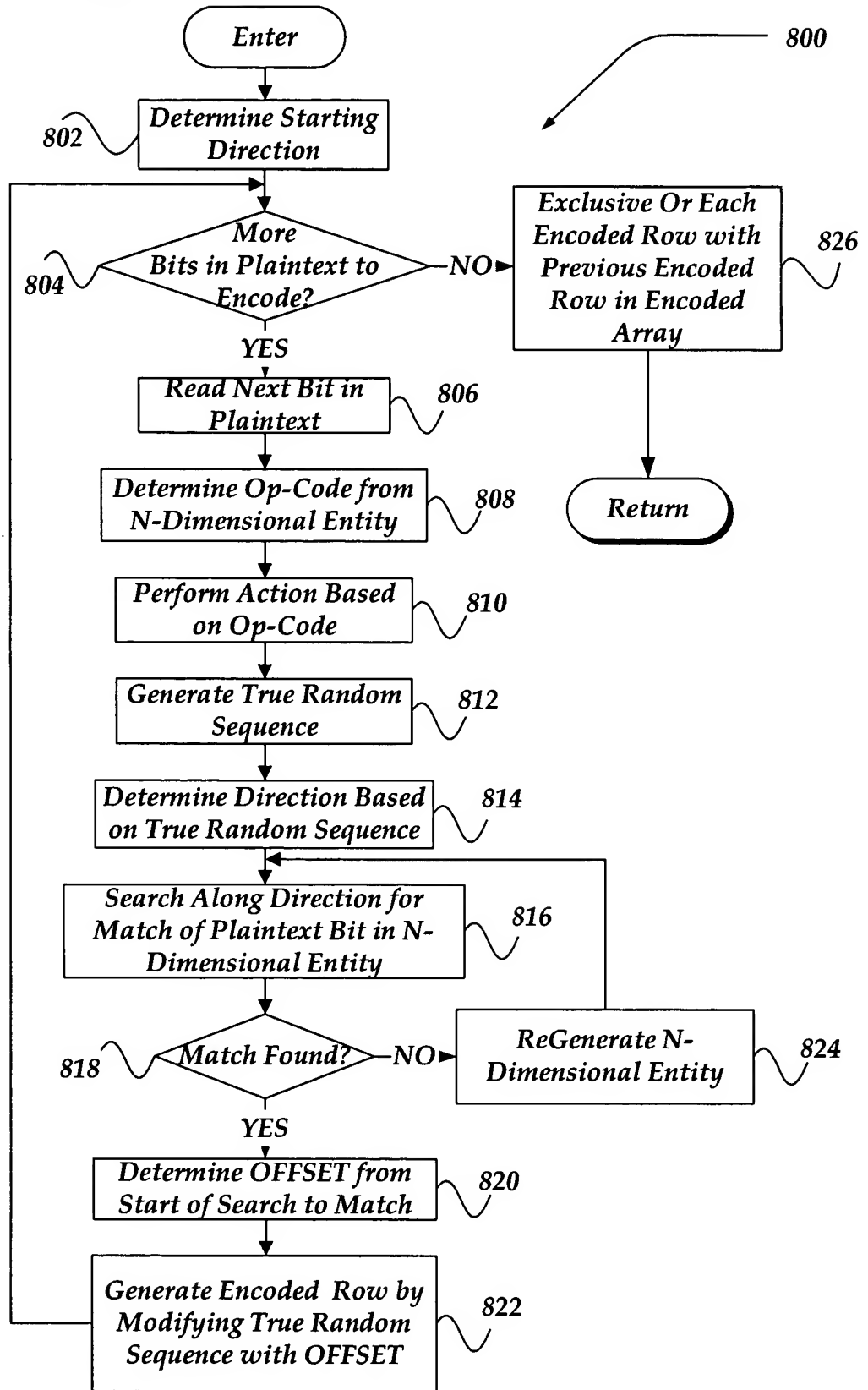
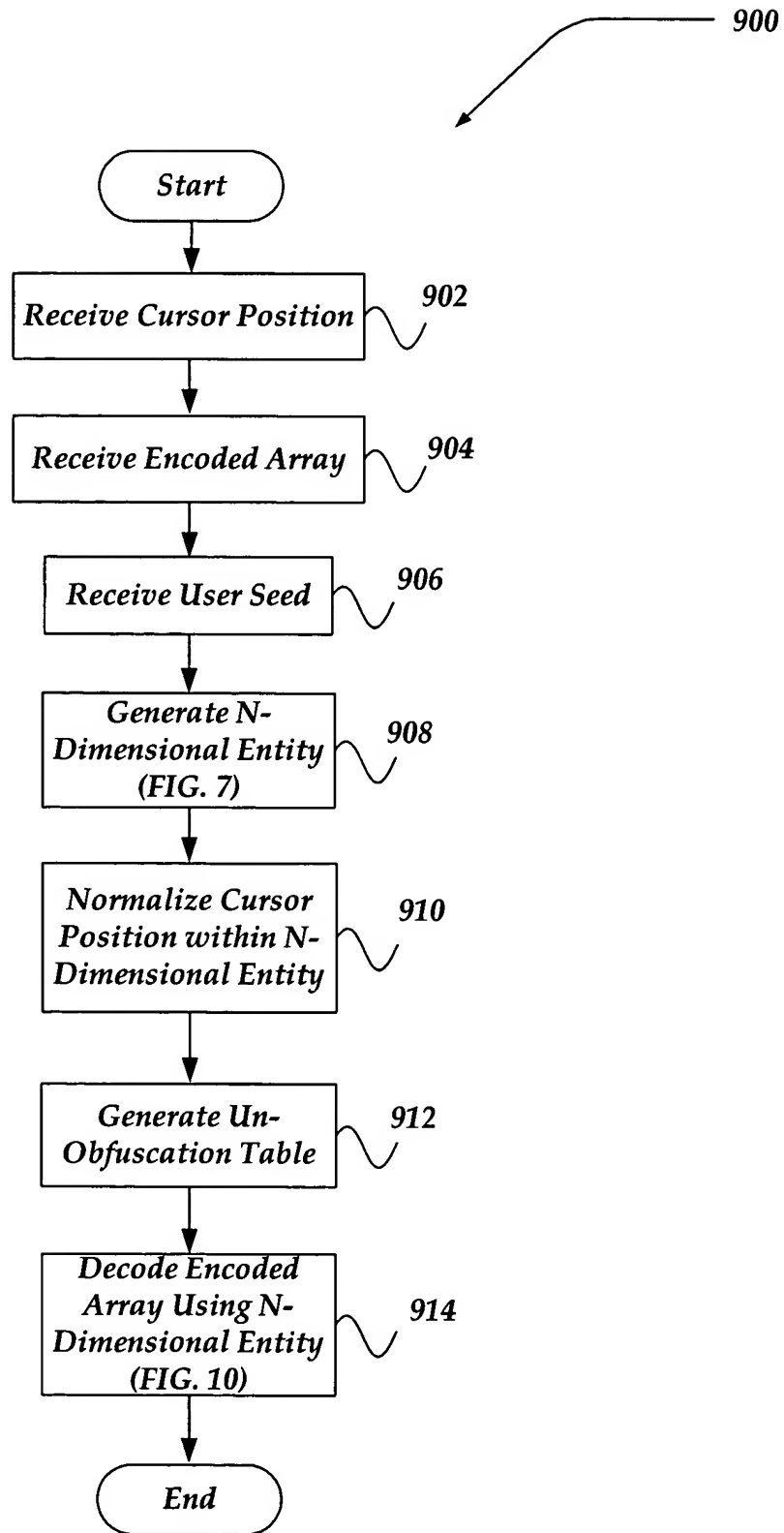
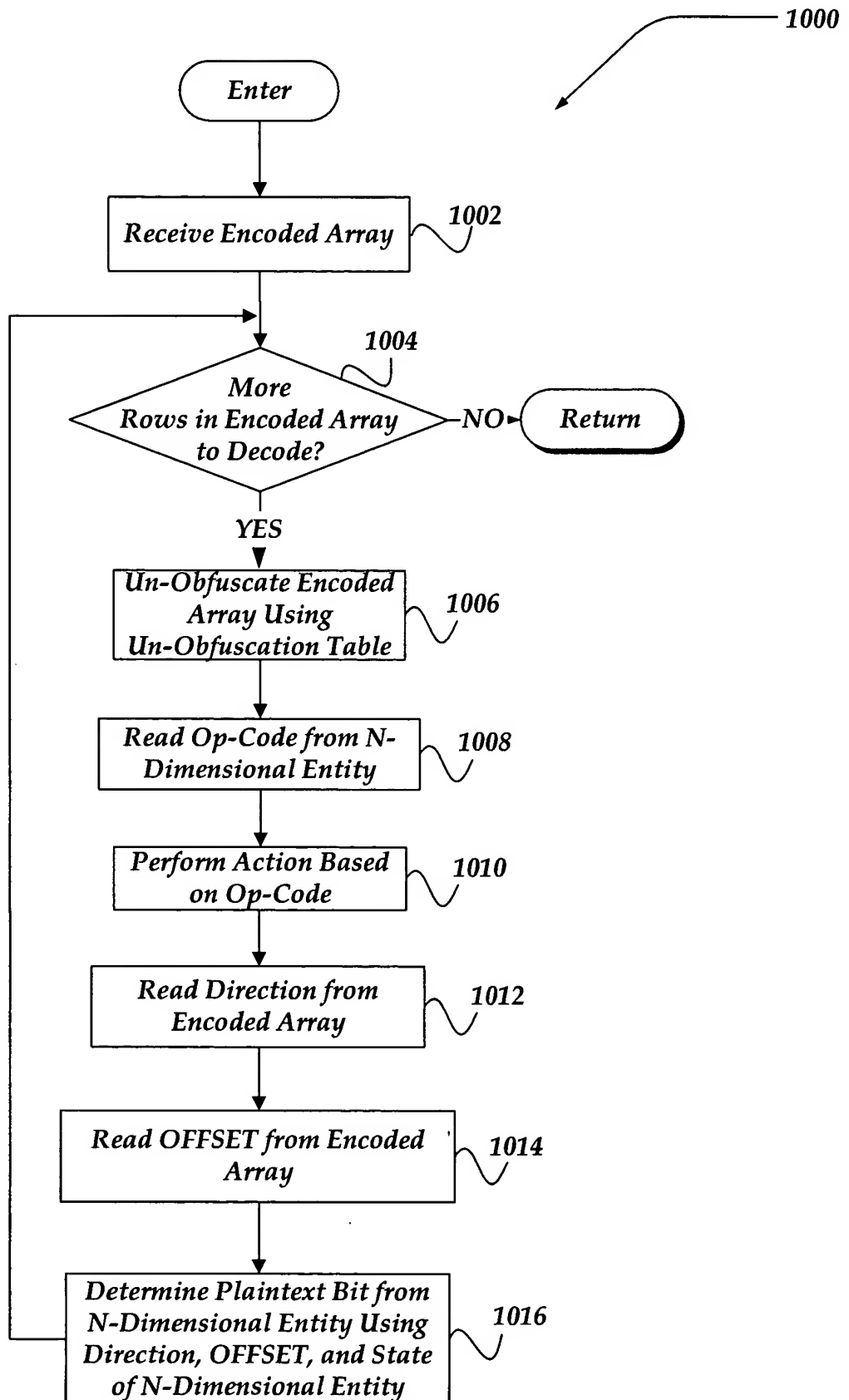


Fig. 8.





*Fig. 9.*



**Fig. 10.**